

Creating HTTP Servers



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Overview



Creating Servers

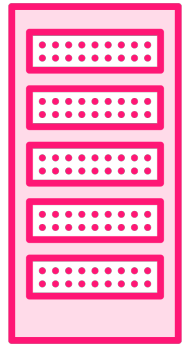
Handling Requests

Interacting with the HTTP Protocol

- Headers
- Cookies
- Status Codes



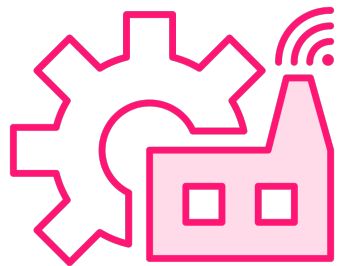
Creating HTTP Servers



The Default Server



Creating Servers with TLS



Creating Custom Servers



Handling Requests

```
import "net/http"

...

http.HandleFunc(pattern string, func(w http.ResponseWriter, r *http.Request) {})

type ResponseWriter interface {
    Header() Header
    Write([]byte) (int, error)           // implements io.Writer interface
    WriteHeader(statusCode int)
}

type Request struct {
    // a lot of stuff here! We'll see this in the demo
}
```



Handling Requests

```
import "net/http"

...

http.Handle(pattern string, h http.Handler)

type Handler interface {
    ServeHTTP(w http.ResponseWriter, r *http.Request)
}
```



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